

The Red Rain Case - Cinematic Script

Cutscene 3

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CUTSCENE 3 - THE CASE OF THE DRESSING ROOM

NARRATIVE IN: *Player has successfully completed their third solve of the game, and is in turn rewarded with this cinematic. The context being that the player is a supernatural entity, and whenever they unveil a piece of truth, they gain a vision of a past truth.*

FADE UP FROM BLACK TO A ROTATING A SHOT OF CRIMSON CITY THAT ZOOMS PAST A LONG LINE INTO A NIGHT CLUB'S DRESSING ROOM

INT. THE MORROW CLUB - NIGHT

A MAN dressed in a SUIT is in the room cradling a TRUMPET. With a longing look in his eyes, he SPEAKS to the TRUMPET in his hands with a VOICE that is equally COMMANDING and ROMANTIC.

JULIAN RAINES

My dear Stella, you sound as beautiful
as always. Don't worry, it will not be
long until we can be free of-

JULIAN RAINES is interrupted by the sound of KNOCKING on his door, followed by a loud VOICE from the other side of that door.

MORROW CLUB OWNER

Raines, we're filing folks into the
building, can you be ready in 30!

The MORROW CLUB OWNER hears an audible SIGH, and the sound of a METALLIC OBJECT being laid down on a surface.

JULIAN RAINES

Come inside. The door's open.

MORROW CLUB OWNER

I don't know, Raines, I don't think I
have the time. It's crazy out there,
the staff are-

JULIAN RAINES

I SAID come in. I don't enjoy
repeating myself.

The DOOR instantly OPENS following that thinly veiled THREAT.

MORROW CLUB OWNER

S-sorry to intrude, sir. Is there
something you want from me?

RAINES' eyes turn to the DRESSING ROOM MIRROR.

JULIAN RAINES

Stella's sounds are a mirror, I fully
understand everyone who has ever
listened to her tones.

JULIAN RAINES (CONT'D)
Go look at your reflection in that
mirror. And then shatter it with your
bare hands.

MORROW CLUB OWNER
W-what are you-

JULIAN RAINES SLAMS his fist into the MIRROR he was LOOKING AT,
causing the room to become filled with glass shards and blood.

JULIAN RAINES
I don't like indecisive people.
Whether you reject or accept my
request, do so with conviction.

Suit now STAINED with BLOOD, JULIAN RAINES approaches the MORROW
CLUB OWNER very slowly, places his CUT and BLEEDING HAND on the
OWNER's shoulder, and WHISPERS into his ear.

JULIAN RAINES (CONT'D)
It's not just you. Everyone else in
this building lives a life plagued
with uncertainty in every decision
they make. Your existences are
fleeting, fickle and worthless.

RAINES raises his HAND from the CLUB OWNER's shoulder, and walks
over to pick up STELLA, who was patiently waiting on a TABLE,
covering her in the BLOOD from his HANDS.

JULIAN RAINES (CONT'D)
The conviction to bleed my own blood
on my beloved, to go on stage and
project my bare and bloodied self to a
hundred people. That is the conviction
required to validate one's existence.

As the shot follows RAINES walking out of the DRESSING ROOM, the
SHOT FREEZES and DISTORTS, and GAME TEXT appears on screen.

GAME UI
What feeling do you think spurred
Julian Raines to trigger this
interaction with the Club Owner?

Player can choose from the following 4 options:

[OPTION 1] Hatred [OPTION 2] Love

[OPTION 3] Purpose [OPTION 4] Powerlessness

NOTE: Every "reward" cutscene to the player ends with the game
asking a subjective question, in order to generate a personalized
connection and interpretation from players.

NARRATIVE OUT: Once they answer, the player returns to where they
last were in the game world, with full control once again.